

1. Method for interactive audio/visual reproduction of a film including several scenes, whose width and/or height is larger than that of the visible section (SA) of the film during replay, wherein the viewer controls the position of the visible section within the dimensions of the entire film, and during audio reproduction of the film, audio information is also replayed which does not belong to the visible section.
2. Method according to claim 1, characterized in that the replay of audio information which belongs to the visible film section is emphasized, e.g. amplified, over replay of other audio information.
3. Method according to any one of the preceding claims, characterized in that the position of the replayed section of the film depends on the viewing direction of the viewer.
4. Method for interactive replay of a panoramic film, in particular in accordance with any one of the preceding claims, whose width and/or height (0° - 360°) is larger than the usual visual section viewed by the human eye (20), wherein an orientation unit (23,24) detects which section (G) of the film is currently viewed by the viewer and replay of the viewed film section is emphasized in an audio and/or visual manner compared to replay of other

5. Method according to claim 4, characterized in that the visual emphasis is realized by a replay window / section and that the film sections outside of the window are not replayed or are barely visible.
6. Method according to claim 5, characterized in that the shape of the replayed section is a square, round or any differently shaped window.
7. Method according to any one of the preceding claims, wherein the film is replayed on a screen which surrounds the observer through up to 360° in the vertical and horizontal directions.
8. Method according to any one of the preceding claims, characterized in that individual scenes (2,3,4,5) of the panoramic film are recorded from one single camera position (7) and the film recording device (8) can record a range about the camera location of up to 360°.
9. Method according to any one of the preceding claims, characterized in that the orientation unit (23,24) consists of two units, the first (23) of which emits a signal and the second (24) of which receives the emitted signal and evaluates therefrom the direction of orientation of the first signal, and the determined

direction signal is used to control emphasis of the reproduction of the viewed panoramic section.

10. Method according to any one of the preceding claims, characterized in that the orientation unit (23,24) is mounted to the head and/or to an acoustical reproduction device (21), e.g. headphones worn by the viewer.
11. Method according to any one of the preceding claims, characterized in that the orientation unit (23,24) consists of a magnetic field generator and a magnetic field measuring device, wherein the magnetic field measuring device determines the orientation of the magnetic field generated by the magnetic field generator.
12. Method according to any one of the preceding claims, characterized in that the orientation unit (23,24) comprises means for generating an electromagnetic wave or a light wave, in particular in the non-visible region, e.g. infrared, and further comprises means for receiving the generated electromagnetic wave or light wave and for evaluating the radiative direction of the electromagnetic or light wave.
13. Method according to claim 11, characterized in that the means for generating an electromagnetic wave is an infrared laser and the means for recording the electromagnetic wave consists of a camera which can

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14. Method according to any one of the preceding claims, characterized in that, when several persons watch the panoramic film, each person is provided with his/her own orientation unit.

16. Method according to any one of the preceding claims, characterized in that visual emphasis of the viewed panoramic section is achieved during replay in that the viewed panoramic section is replayed on the screen with the highest possible sharpness.

17. Method according to any one of the preceding claims, characterized in that for replay of the film, a projector is provided which is mechanically and/or electronically coupled with and/or controlled by part of the orientation unit for detecting the viewing direction.

18. Method according to any one of the preceding claims, characterized by means carried by the user which emit a light beam for transmitting a signal, wherein the recording/camera unit of the orientation unit detects the emitted light beam or a reflection thereof and controls the projector such that the light beam or a light spot of the light beam is centered on the replayed film section.
19. Method according to any one of the preceding claims, characterized in that the position of the visible section is determined through superposition of several individual light spots/light beams emitted from different positions of users.
20. Method according to any one of the preceding claims, characterized in that several orientation units are provided by means of which a majority decision is made about the visible section by constructing a geometric average of directions determined by all orientation units.
21. Method according to any one of the preceding claims, characterized in that the shape and/or size of the visible film section can be individually adjusted.
22. Method according to any one of the preceding claims, characterized in that the visible film section is controlled by a computer.

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23. Film reproduction unit for carrying out the method according to any one of the preceding claims for replaying a panoramic film whose film width is broader than the usual visual viewing field of the human eye, wherein an orientation unit is associated with the perceiver (viewer) of the film which determines information about which film panoramic section the viewer is currently viewing and the film replay unit comprises means which can be controlled by the orientation unit such that replay of the viewed panoramic film section can be emphasized in an audio and/or visual manner compared to replay of other panoramic film sections.
24. Cinema comprising a film replay unit for carrying out the method according to any one of the preceding claims.
25. Cinema according to claim 24, wherein a hemispherical or spherical dome is provided as a projection surface to permit panoramic film replay up to 360° (in all directions).
26. Cinema according to claim 24 or 25, wherein each visitor wears one individual sound replay unit, e.g. headphones.
27. Method for the production of a panoramic film, wherein a camera means records an image which is considerably larger than the usual visual viewing section and which can be detected by the human eye with sufficient sharpness, wherein the camera associates directional

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information with ~~acoustical~~ signals which are associated
with a certain scene of the film panorama.

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